



BO-01 – Blackout

Operation & Service Manual

Version 1.1

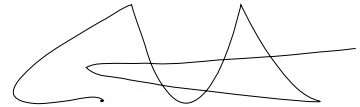
*** Read this manual before use**



ADRENALINE
aagames.com

General Remark

If you encounter any difficulties or if you need support on how to update and/ or install your Blackout product, we invite you to contact your local distributor or reach us at support@aagames.com or by calling our support line +1-450-824-1671



Adrenaline Amusements Team

Adrenaline Amusements
1150 Levis, Suite 302
Terrebonne, Qc
Canada
J6W 5S6

Table of Contents

Contents

General Remark	2
Table of Contents.....	3
Chapter 01 - Preface	4
Precaution for Game Operation.....	4
Safety.....	5
Environmental Conditions.....	5
FCC Notices (United States)	6
Chapter 03 - Unit Features	7
Hardware Features.....	7
Cabinet Facts	7
Voltage	7
Chapter 04 - Unit Installation	8
Assembling your Blackout Unit	8
Chapter 05 – Procedure to refill Prizes	8
Refilling Prize Dispensers Steps.....	9
Chapter 06 - Operator Menu, Game Setup	10
Chapter 07 - Parts	14

Chapter 01 - Preface

Please read this page before preparing your Blackout product for game play.

The following safety instructions apply to all game operators and service personnel. Specific warnings and cautions will be included throughout this manual.

Use the following safety guidelines to help protect the system from potential damage and to ensure your personal safety:

- Electronic components in the game cabinet run on 110V AC 60Hz (220V/ 50Hz in most of Europe, the Middle East and the Far East delivered units).
- To help prevent electric shock, plug the system into a properly grounded power source. These cables are equipped with 3-prong plugs to help ensure proper grounding. Do not use adapter plugs or remove the grounding prong from a cable. If you must use an extension cable, use a 3-wire cable with properly grounded plugs.
- To help protect your system from sudden increases and decreases in electrical power, use a surge suppressor, line conditioner or Uninterruptible Power Supply (UPS).
- Be sure nothing rests on the system's cables and that the cables are not located where they can be stepped on or tripped over.
- Keep your system far away from radiators and other heat sources.
- Do not block cooling vents.

Precaution for Game Operation

Adrenaline Amusements Inc. assumes no liability for injuries incurred while playing our games.

Operators should be aware that certain health and physical conditions may make people susceptible to injury when playing video games.

Safety



To avoid electrical shock, unplug the cabinet before performing installation or service procedures.

If a power cord is damaged, it must be replaced by the equivalent power cord available from your distributor.



Adrenaline Amusement Inc. assumes no liability for any damages or injuries incurred while setting up or servicing the cabinet. Only qualified service personnel should perform installation or service procedures.

Environmental Conditions

Cabinet is intended for indoor use only. Be sure to keep the cabinet dry and maintain operating temperatures of 59° - 86° (15° - 30°C).

FCC Notices (United States)

Electromagnetic Interference (EMI) is any signal or emission radiated in free space or conducted along power or signal leads, that endangers the functioning of radio navigation or other safety service, or that seriously degrades, obstructs, or repeatedly interrupts a licensed radio communications service. Radio communications services include, but are not limited to, AM/FM commercial broadcast, television, cellular services, radar, air-traffic control, pager, and Personal Communication Services (PCS). These licensed services, along with unintentional radiators such as digital devices (including computer systems) contribute to the electromagnetic environment.

Electromagnetic Compatibility (EMC) is the ability of items of electronic equipment to function properly together in the electronic environment. While this computer system has been designed and determined to be compliant with regulatory agency limits for EMI, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference with radio communications services, which can be determined by turning the equipment off and on, you are encouraged to try to correct the interference by one or more of the following measures:

- Re-orient the receiving antenna
- Relocated the cabinet relative to the receiver
- Plug the game into a different outlet so that the computer and the receiver are on different branch circuits

If necessary, consult a Regulatory EMC representative of Adrenaline Amusements Inc or an experienced radio/television technician for additional suggestions. You may find the FCC interference Handbook to be helpful. It is available from the U.S. Government Print Office, Washington, DC 20402.

This device has been tested and complies with the limits for a Class A digital device pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy. If not installed and used in accordance with the instruction manual, it may cause harmful interference with radio communications. Operation of this equipment in a residential area is likely to cause harmful interference, in which case you will be required to correct the interference at your own expense.

Operation is subject to following conditions:

- This device may not cause harmful interference.
- This device must accept any interference received, including interference that may cause undesired operation.

Chapter 03 - Unit Features

Hardware Features

- Multitouch Screen
- 46" transparent Monitor
- Windows based computer
- 12 Prize dispensers

Cabinet Facts

Cabinet Dimensions

Length = 30"

Depth = 32"
Weight = 450 lbs

Height = 86"

Shipping Dimensions

Length = 30" Depth = 36" Height = 80"
Weight = 450 lbs.

Voltage

Voltage	Operating
110V AC	4 AMP
220V AC	2 AMP

Chapter 04 - Unit Installation

Assembling your Blackout Unit

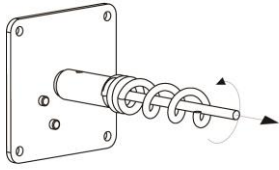
1. Carefully remove the Cabinet from the shipping container, giving yourself enough space.
2. Move the cabinet to the desired location.
3. Lift the top Header to upright position. To do so you will need to press on the spring pins on each side of the hinge.
4. Plug in the power cord on the back of the cabinet.

Chapter 05 – Procedure to refill Prizes

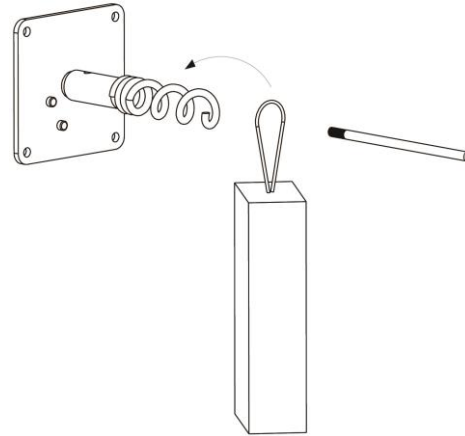
**** Very important to perform step 6 and 7***

1. Unlock and open front door.
2. Unscrew the pin in the middle of the prize dispenser.
3. Install prize on dispenser.
4. Re-install the middle pin to secure the prize in the unit
5. Lock the front door.
6. Access the operator menu using the Operator Button located inside the coin door.
7. Enable all dispensers Loaded by pressing the prize dispenser icon (number 1 to 12). The icon is yellow when enabled and grey when disabled. (see figure 6.1 below).
8. Only the prize dispenser in yellow will be available to players if they win.
9. Press icon “return to Game” when finished.

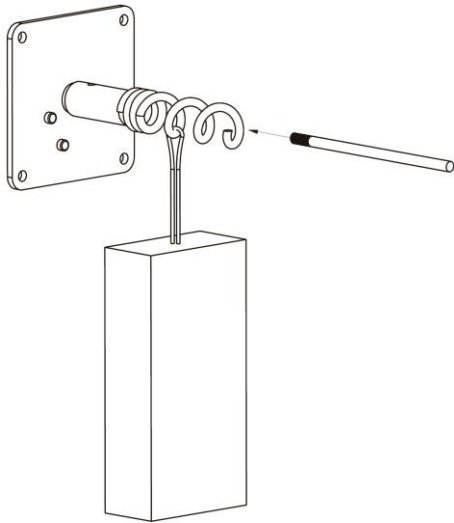
Refilling Prize Dispensers Steps



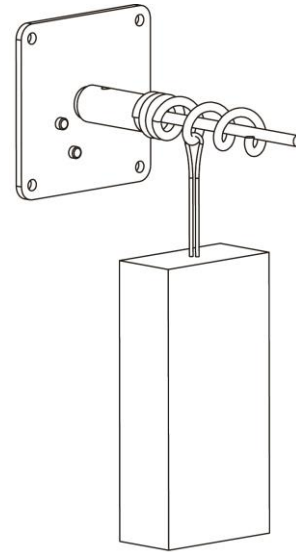
1. Unscrew and pull out the prize Rod



2. Hang the Prize on the Spiral



3 Insert&Screw the Prize Rod



4. The Prize Dispenser is refilled

****NOTE: PLEASE DO NOT HANG THE PRIZE ON THE ROD***

Chapter 06 - Operator Menu, Game Setup

This chapter describes how to use and navigate the Operator Menu to set up your product and adjust all of the game's parameters. To access the operator Menu, use the Operator Button located inside the coin door. To navigate the menu, you can touch the arrows to change the option's value.

Figure 6.1

Operator Menu	What it does
Operator Menu Credits per Game : < 4 > Game Audio Volume : < 8 > Attract Audio Volume : < 4 > Payment type : < credit > Enable dispensers 1 2 3 4 5 6 7 8 9 10 11 12 Return to Game Payout setting Manage Dispenser Stats Exit to Windows	Number of credits needed to start a game Game sound volume Attract Mode Volume Display 'Swipe card' instead of 'Insert credits' in the game Each number represents a prize dispenser inside the cabinet. The prize dispenser needs to be enabled to allow the winner to select this prize slot. Yellow enable/grey Disabled.
Credits per Games	Number of credits needed to start a game
Game Volume	Game sound volume
Attract Mode Volume	Attract Mode Volume
Payment type	Display 'Swipe card' instead of 'Insert credits' in the game
Enable Dispensers	Each number represents a prize dispenser inside the cabinet. The prize dispenser needs to be enabled to allow the winner to select this prize slot. Yellow enable/grey Disabled.
Return to game	Press to exit the operator menu and return to the game
Payout setting	Press to access the payout setting page (see figure 6.2)
Manage Dispenser	Press to access the manage dispenser page (see figure 6.3)
Stats	Press to access the stats page (see figure 6.4)
Exit to Windows	Press to close the game and go to windows

Figure 6.2

Payout settings

Average payout Minor < **1/10** >

Average payout Major < **1/125** >

Back

Payout Setting	What it does
Average payout Minor	Payout adjustable from 1/5 to 1/2500.
Average payout Major	Payout adjustable from 1/25 to 1/2500.
Back	Press to return to the operator menu

Figure 6.3

1

Minor

Test

2

Minor

Test

3

Minor

Test

4

Minor

Test

5

Minor

Test

6

Minor

Test

7

Major

Test

8

Major

Test

9

Major

Test

10

Major

Test

11

Major

Test

12

Major

Test

Back

Manage dispensers	What it does
Number 1 to 12	Press on the number to select which prize dispenser is minor or Major
Test	Press to activate a prize dispenser to test if the mechanism is working adequately
Back	Press to return to the operator menu

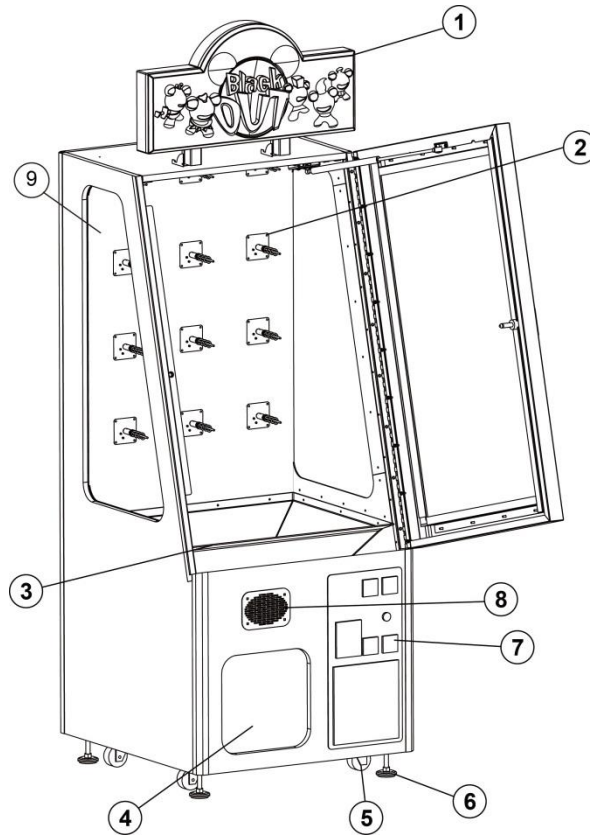
Figure 6.4

Stats Menu			Operator Menu	What it does
	Since last reset	Lifetime		
Total Games :	0	6	Total Games	Number of game plays
Total credits :	0	27	Total credits	Number of credits inserted in the unit.
Minor prize wins :	0	0	Minor prize wins	Minor prizes dispensed
Major prize wins :	0	0	Major prize wins	Major prizes dispensed
Avg. % per game :	0%	90%	Avg. % per game	Average score obtained by the player.
			Date last reset	Date of the last manual reset of the stats
Date last reset :		11/20/2012	Back	Press to return to the operator menu
			Reset stats	Press to reset the stats

Back

Reset Stats

Chapter 07 - Parts



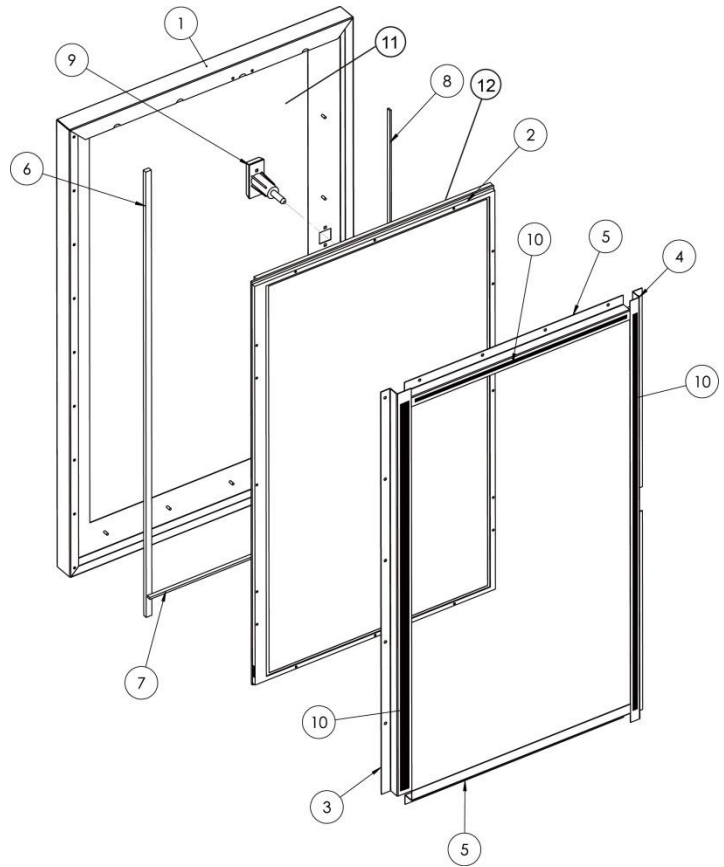
Ref	Part Description	Part Number
1	Header	INV-09-1004
2	Dispenser	INV-14-0005
3	Prize Chute	INV-07-1010
4	Prize Door	INV-01-0000
5	Caster	INV-62805K-39
6	Leveling	INV-62805K-39
7	Coin Door	ADR-40-3000
8	Speaker & Grill	INV-04-0004
9	Side Glass	INV-07-1020

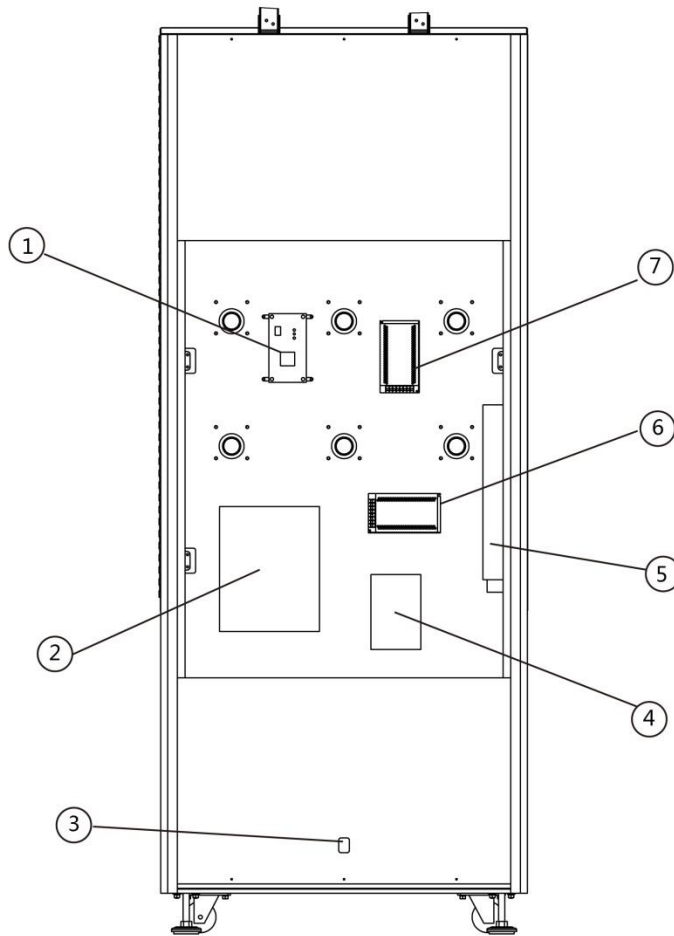


Ref	Part Description	Part Number
1	3 Side Decal Kit	INV-09-1001
2	Door Decal	INV-09-1003
3	Decal Window Right	INV-09-1006
4	Back Decal	INV-09-1008
5	Throw to Win	INV-09-1002
6	Header	INV-09-1004
7	Decal Window Left	INV-09-1007

Screen Assembly INV-01-0001

Ref	Part Description	Part Number
1	Steel Sheet Door. 16GA	INV-01-1020
2	Transparent LCD	INV-00-1300
3	TV Bracket Vertical	INV-01-1010
4	Side Screen Frame	INV-01-1011
5	Top Screen Frame	INV-01-1012
6	Plastic Spacer, Vertical	INV-07-1002
7	Plastic Horizontal Spacer,	INV-07-1001
8	Plastic Spacer, Vertical	INV-07-1003
9	T-Handle Lock	ADR-30-1838- 00
10	LED Strip (07 for Horizontal)	INV-14-1006
11	Tempered Glass	INV-07-1021
12	Touch Screen Sensor	INV-10-0002





Ref	Part Description	Part Number
1	ADRIO FX + Board	INV-04-1200
2	Computer	INV-11-1001
3	Power Inlet	ADR-05-1241
4	Audio Amplifier	ADR-310-308
5	Power Strip	ADR-05-1240
6	24V Power Supply	ADR-80-1206-00
7	5V-12V Power Supply	ADR-80-0210-00
N	Video AD Board	INV-14-0010

Detailed Wiring Diagram

